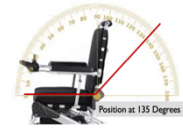


# ATEND

ADULT TEST OF NEUROMUSCULAR DISORDERS  
 Test performed in sitting and reclined positions in the wheelchair.



Name: \_\_\_\_\_

Diagnosis: \_\_\_\_\_

DOE: \_\_\_\_\_

Time of evaluation: \_\_\_\_\_







DOB: \_\_\_\_\_

Evaluator: \_\_\_\_\_

Current health: URI  G-tube  Trach  BIPAP  hrs/day \_\_\_\_\_

Spinal surgery (Y/N): \_\_\_\_\_ TLSO (Y/N): \_\_\_\_\_ Assessment:  In person  Telemedicine

Type of Chair	Type of Back	Type of Seat	Others
<input type="checkbox"/> Recline+Tilt	<input type="checkbox"/> Planar	<input type="checkbox"/> Roho/Jay	<input type="checkbox"/> Trunk laterals -Removable <input type="checkbox"/> Yes <input type="checkbox"/> No
<input type="checkbox"/> Tilt Only	<input type="checkbox"/> Molded	<input type="checkbox"/> Foam	<input type="checkbox"/> Hip guides -Removable <input type="checkbox"/> Yes <input type="checkbox"/> No
<input type="checkbox"/> Other	<input type="checkbox"/> Other	<input type="checkbox"/> Other	<input type="checkbox"/> Other




BROOKE score					
SCORE 1	SCORE 2	SCORE 3	SCORE 4	SCORE 5	SCORE 6
Starting with arms at the sides, the patient can abduct the arms in a full circle without shoulder or elbow flexion until hands reach overhead.	Can raise arms above head only by flexing the elbow (i.e. shortening the circumference of the movement) or using accessory muscles	Cannot raise hands above the head but can raise a cup with 200g weight in it to mouth using both hands if necessary.	Can raise hands to mouth but cannot raise a cup with 200g weight in it to mouth.	Cannot raise hand to mouth but can use hands to hold pen or pick up pennies or a checker from table; drive wheelchair	Cannot raise hands to mouth and has no useful function of hands.
					

Summary of Contractures <input type="checkbox"/> Not assessed	RIGHT Min<20% Mod20-50% Max>50%	Comments:	LEFT Min<20% Mod20-50% Max>50%	Comments
Neck Contractures	No / Min / Mod / Max /CNT		No / Min / Mod / Max /CNT	
Shoulder contractures	No / Min / Mod / Max /CNT		No / Min / Mod / Max /CNT	
Elbow contractures	No / Min / Mod / Max /CNT		No / Min / Mod / Max /CNT	
Wrist contractures	No / Min / Mod / Max /CNT		No / Min / Mod / Max /CNT	
Finger contractures	No / Min / Mod / Max /CNT		No / Min / Mod / Max /CNT	
Hip contractures	No / Min / Mod / Max /CNT		No / Min / Mod / Max /CNT	
Knee contractures	No / Min / Mod / Max /CNT		No / Min / Mod / Max /CNT	
Ankle contractures	No / Min / Mod / Max /CNT		No / Min / Mod / Max /CNT	

## Test in Semi-Reclined Position

1	<b>Spontaneous movement (Upper extremity)</b>	R	√ if able	L	√ if able	Best Score	LBC
	Antigravity shoulder movement (achieves elbow off surface)	4		4			
	Antigravity elbow movement (achieves hand and forearm off surface)	3		3			
	Wrist movement	2		2			
	Finger movement	1		1			
	No movement of limbs	0		0			
2	<b>Spontaneous movement (Lower extremity)</b>	R	√ if able	L	√ if able	Best Score	LBC
	Antigravity hip movement (achieves feet and knees off surface)	4		4			
	Antigravity hip adduction/internal rotation ( <b>feet together</b> )	3		3			
	Active <b>gravity eliminated knee</b> movement	2		2			
	<b>Ankle</b> movement	1		1			
	No movement of limbs	0		0			

3	<b>Adduction from Hook Position</b> (Position: Hip flexed, thigh not resting on seat, <b>feet width apart</b> )	R	L	Best Score	LBC
	Able to adduct to bring leg back to neutral	2	2		
	Holds crook lying position for a count of 3	1	1		
	Unable to maintain/achieve starting position.	0	0		
4	<b>Hand grip</b>	R	L	Best Score	LBC
	Maintains hand grip with shoulder off surface	4	4		
	Maintains grip with elbow off surface (shoulders on surface)	3	3		
	Maintains grip with forearm off surface (elbow supported on surface)	2	2		
	Maintains grip only with no traction	1	1		
	No attempt to maintain grasp	0	0		
5	<b>Head in midline with visual stimulation</b>	To R	To L	Best Score	LBC
	Rotates from maximum rotation to midline	4	4		
	Turns head part way back to midline (10% avail range)	3	3		
	Maintains midline for 5 or more seconds	2	2		
	Maintains midline, less than 5 seconds	1	1		
	Head falls to side, no attempts to regain midline	0	0		

6	Lifts head	√ if able	Score	Best Score	LBC
	Can lift head with compensation at <b>135 degree</b> trunk position		3		
	Can lift head with compensation at <b>115 degree</b> trunk position		2		
	Can lift head with compensation at <b>≤100 degree</b> trunk position		1		
	Unable		0		



MOVE CHAIR TO UPRIGHT SITTING POSITION

**Test in Seated Position**

7	Ability to balance in the wheelchair: Remember to remove armrest	Score	Best Score	LBC
	Able to push himself upright from complete <b>forward flexion</b> by pushing up with hands	3		
	Able to move the upper part of the body <b>&gt; 30 degrees</b> in at least one direction from the upright position AND return to upright position	2		
	Able to move the upper part of the body <b>&lt; 30 degrees</b> from one side to the other AND return to upright position	1		
	<b>Unable</b> to change position of the upper part of the body, cannot sit without total support of the trunk and head	0		

8	Ability to move arms?	R	L	Best Score	LBC
	Able to raise hand(s) above the head with or without compensatory movements	3	3		
	Unable to lift hand(s) above the head, but able to flex the elbow: ie: <b>hand to mouth</b> with/without elbow support.	2	2		
	Unable to lift forearms against gravity, but able to use <b>hands</b> against gravity when forearm is supported	1	1		
	Unable to move hands against gravity but able to use <b>fingers</b>	0	0		

9	Shoulder flexion & Elbow flexion	R	L	Best Score	LBC
	Abducts or flexes shoulder to <b>60 degrees</b>	4	4		
	Abducts or flexes shoulder to <b>30 degrees</b>	3	3		
	<b>Any shoulder</b> flexion or abduction	2	2		
	<b>Flexes elbow</b> only	1	1		
	No attempt to lift arm	0	0		
10	Knee extension	R	L	Best Score	LBC
	Extends knee to > 45 degrees	3	3		
	Extends knee 15 to 45 degrees	2	2		
	Any visible knee extension	1	1		
	No visible knee extension	0	0		

11	Head control:	√ if able)	Score	Best Score	LBC
	Attains head upright from flexion and turns head side to side within available ROM		4		
	Able to right head back to midline from flexion		3		
	Maintains head upright in midline for <b>&gt;15 sec</b> (for bobbing head control score a 2)		2		
	Maintains head in <b>midline for &gt;5 sec.</b> with the head tipped in up to 30 degrees of forward flexion or extension		1		
	No response, head hangs		0		

12	Pick up 10g weight with fingers (arm rest back down)	R	L	Best Score	LBC
	Able to <b>grip and lift</b> weight off surface	2	2		
	<b>Grip</b> weight only	1	1		
	Unable	0	0		

13	SEATED ON THE CHAIR* OR IN THE WHEELCHAIR*, ONE FINGER PLACED IN THE CENTER OF THE DIAGRAM: (arm rest back down)	R	L	Best Score	LBC
	Raises the finger and places it successively on the 8 drawings of the diagram without touching the lines	3	3		
	Raises the finger and <b>places it imprecisely</b> on 1 to 8 drawings of the diagram	2	2		
	Cannot raise the finger to place it on a drawing, but can <b>slide</b> it on at least one drawing	1	1		
	Cannot raise the finger, nor slide it onto a drawing	0	0		

14	Ability to control joystick. What kind of joystick do you use to control your chair?	Score	Best Score	LBC
	Uses a <b>standard joystick</b> without special adaptation	3		
	Uses an <b>adapted joystick</b>	2		
	Use <b>other techniques</b> to steering than joystick such as blowing, sucking systems or scanned driving.	1		
	<b>Unable</b> to operate wheelchair. Needs another person to operate it	0		
<b>Total Score (46)</b>				

